



Adding to the immersion: A Further Look Into the Enhancement of Graphics Within a Computer Simulation

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Background

- MOUT: Military Operations on Urban Terrain
- McKenna MOUT Site: Ft. Benning, GA
- Multigen Creator: Multigen Paradigm Inc.
 - 3D modeling
- 3ds max: Discreet
 - Additional modeling.
- Photoshop CS: Adobe
 - Textures
- Polygon: Multisided flat shape used to make 3D models.



Problems With Old Database

- Buildings lacked doors and windows.
 - Path finding problems for AI soldiers.
- Database lacked interesting objects.
- Database size too small.



Goals

- Investigate methods used to create 3D models and 2D textures.
- Add props (primarily doors and windows) to the database for increased functionality, immersion and image quality.
- Document changes in final report.



Obstacles Overcome During Project

- Unfamiliar tools: Photoshop, 3ds max
- Resolution/quality of existing graphics
- Time limit: 8 weeks









Summary

- Enhanced the graphic database of the McKenna MOUT training site.
 - Added functionality to database.
 - Added to visual appeal of database
- Created additional props that didn't get implemented.
- Gained valuable computer graphics experience.



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